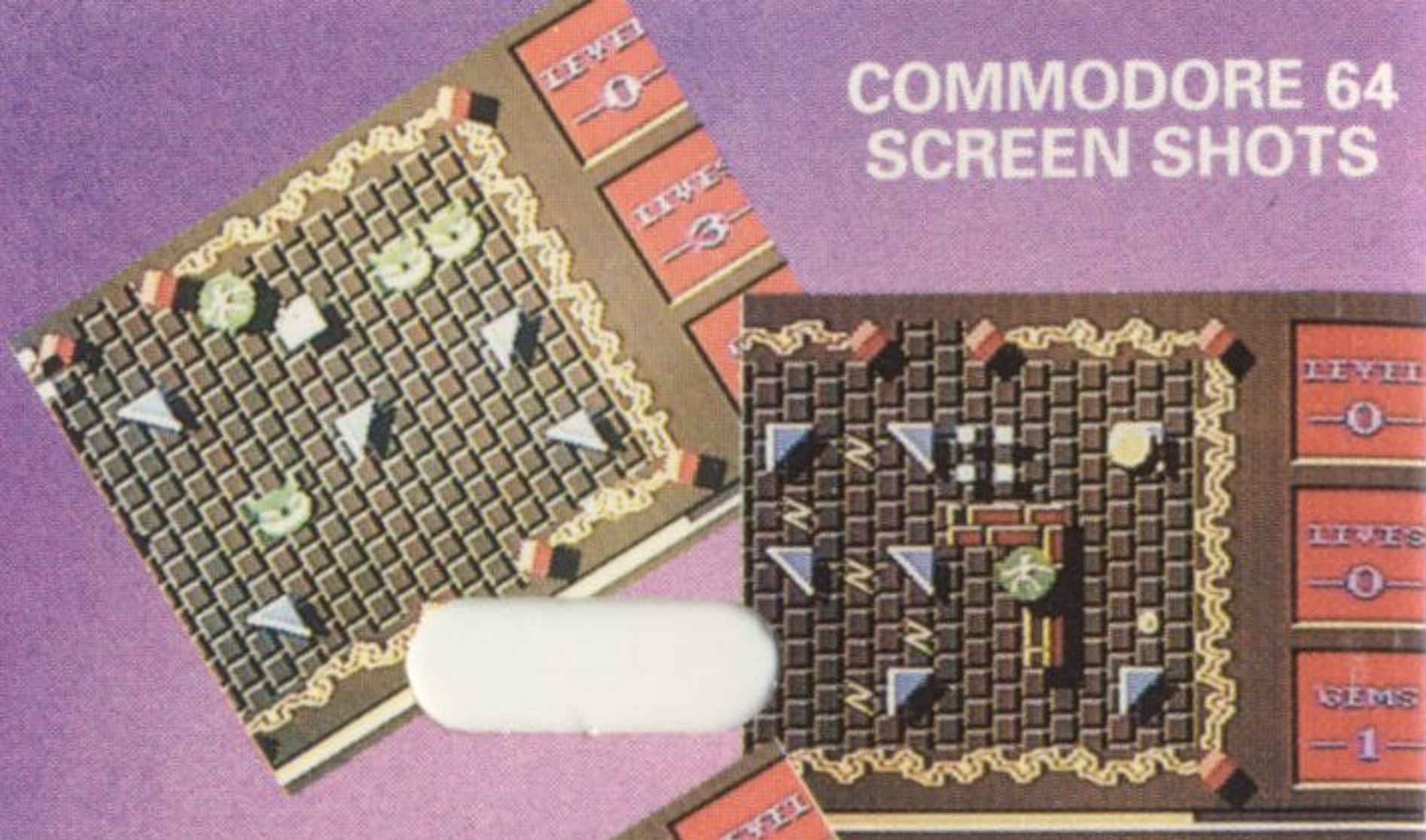## COMMODORE 64 SCREEN SHOTS

JOYSTICK REQUIRED

100 ROOMS OF MIND-BENDING DIFFICULTY GUARANTEED TO GIVE YOU MONTHS OF ABSOLUTE HELL!

Your mind and body have been separated by the evil Empress Min. Your body has been left to hurtle around the screen, it's life force gradually being drained by contact with the electrified walls and the 'Guardians of Min'. Only by passing through the doorway of 'Min the Merciless' can you start to regain control of your body.

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COMMODORE 64/128

COMMODORE 64/128

ZOOMERANG

ATLANTIS

LOADING

To load, hold down **SHIFT** and press **RUN/STOP**. **Press PLAY** on your cassette recorder. The programme will now load automatically. (The programme is recorded on both sides of the tape. In case of difficulty, turn the tape over, rewind to the beginning and load again.)

CONTROLS:

JOYSTICK in **PORT 2**. **FIRE** to **START** game from title screen. **JOYSTICK UP/DOWN/RIGHT/LEFT** to **move cursor**. **FIRE** to **FLIP DEFLECTORS**. F1 to **PAUSE** game.

GAME:

The player's mind and body have been separated by the evil Empress Min. The player's body can be seen hurtling around the screen encased in a bubble, the player's mind controls the on-screen cursor.

By placing the cursor over the deflectors and 'flipping' them, the player guides the bubble around the 100 rooms of the castle. There are two types of deflectors; triangular and square. Triangular deflectors bounce the bubble through 90 degrees whilst square deflectors reverse the bubble when on, or do nothing when off. Some deflectors are 'one-hit' only, i.e. they dissolve after their first collision.

The bubble picks up gems as it passes over them. Nine gems must be collected from each of the four levels to gain access to the next. When all the gems from the level have been collected, the player must pass through the doorway of 'Min the Merciless'.

Colliding with electric walls or doorways drains energy, as does hitting any of the various

monsters. Some monsters can be trapped by flipping the deflectors, whilst other can be made to destroy themselves or create doorways.

Passing over energy squares gains energy.

Passing over flashes reverses the state of the rooms electric doorway; switching it off if it was on or vice versa. Thus paths must be created which cause the bubble to pass over the flashes the required number of times so that the gate is open when reached..

Passing over question marks sets off various events vital to the completion of the game.

Good Luck. You will need it!

If you have written a good programme and would like to discuss marketing, please write to:

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